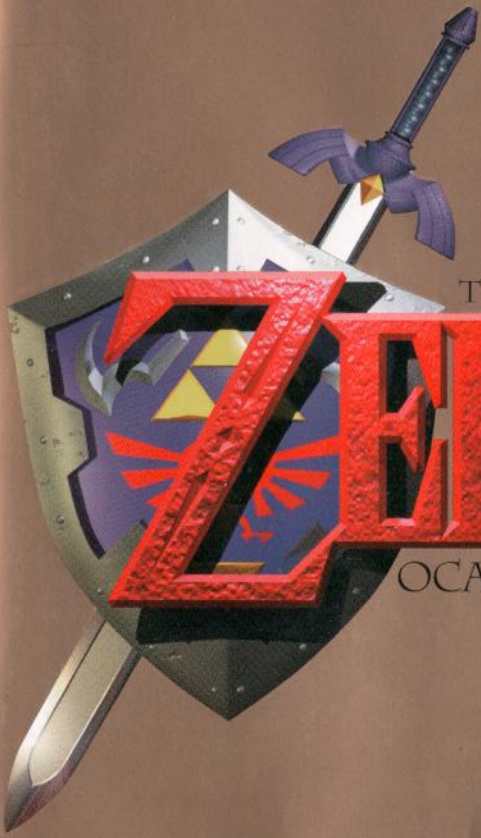
U/NUS-NZLE-USA

INSTRUCTION BOOKLET



THE LEGEND OF ZELDA®

OCARINA OF TIME™

NINTENDO 64

Vimm's Lair

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting the Legend of Zelda®: Ocarina of Time™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

EVERYONE E CONTENT RATED BY ESRB

EVERYONE
ANIMATED VIOLENCE

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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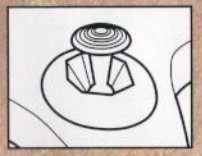
The Nintendo® 64 Controller

Control Stick Function:
The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding the Nintendo 64 Controller:
While playing The Legend of Zelda: Ocarina of Time game, we recommend you use the hand positions shown on the left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller
To play this game, you must connect a controller to Socket One, located on the front panel of the Control Deck.

If you change the connection during the game, you need to turn the power OFF to make the new connection active.

This game is designed for one player, so only one controller is needed.

N64 Rumble Pak™
This game is compatible with the Rumble Pak accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.

Vimm's Lair

A LONG TIME AGO...

BEFORE LIFE BEGAN, BEFORE THE WORLD HAD FORM, THREE GOLDEN GODDESSES DESCENDED UPON THE CHAOTIC LAND OF HYRULE. THEY WERE DIN, THE GODDESS OF POWER, NAYRU, THE GODDESS OF WISDOM AND FARORE, THE GODDESS OF COURAGE.

DIN, WITH HER STRONG FLAMING ARMS, CULTIVATED THE LAND TO CREATE THE EARTH. NAYRU POURED HER WISDOM ONTO THE EARTH TO GIVE THE SPIRIT OF LAW TO THE WORLD. FARORE'S RICH SOUL CREATED ALL LIFE FORMS WHO WOULD UPHOLD THE LAW.

THESE THREE GREAT GODDESSES RETURNED TO THE HEAVENS, LEAVING BEHIND THE GOLDEN SACRED TRIFORCE. SINCE THEN, THE TRIFORCE HAS BECOME THE BASIS FOR HYRULES PROVIDENCE. WHERE THE TRIFORCE STOOD BECAME SACRED LAND.

IN THE VAST, DEEP FOREST OF HYRULE, THE GREAT DEKU TREE SERVED AS THE GUARDIAN SPIRIT. THE CHILDREN OF THE FOREST, THE KOKIRI, LIVED WITH THE GREAT DEKU TREE. EACH KOKIRI HAD HIS OR HER OWN GUARDIAN FAIRY, EXCEPT ONE. HIS NAME WAS LINK.

EARLY ONE MORNING, LINK WAS HAVING A NIGHTMARE. IT WAS THE SAME NIGHTMARE HE HAD EVERY NIGHT. DURING A STORM, LINK WOULD FIND HIMSELF STANDING IN FRONT OF A MYSTERIOUS CASTLE. A RIDER ON HORSEBACK, CARRYING A GIRL, WOULD RACE BY. THE GIRL WOULD LOOK AT LINK AS IF TO SAY SOMETHING. THEN, ANOTHER RIDER WOULD APPEAR. THIS BIG MAN CLAD IN BLACK WOULD LOOK DOWN MENACINGLY AT LINK. LINK WOULD THEN AWAKEN.

"LINK! HEY, GET UP, LINK! THE GREAT DEKU TREE WANTS TO TALK TO YOU!"

AS LINK OPENED HIS EYES, HE SAW A FAIRY FLOATING IN FRONT OF HIM. THIS FAIRY'S NAME WAS NAVI. NAVI WAS SENT TO SUMMON LINK TO THE GREAT DEKU TREE.

"OH NAVI, THOU HAST RETURNED!" SAID THE DEKU TREE. "THANK YOU, LINK, FOR COMING. THY SLUMBER THESE PAST MOONS MUST HAVE BEEN RESTLESS, AND FULL OF NIGHTMARES. A VILE CLIMATE PERVADES THIS WORLD. VERILY, YE HAVE FELT IT. THE TIME HAS COME TO TEST THINE COURAGE. I HAVE BEEN CURSED. I NEED YOU TO DISPEL THE CURSE WITH YOUR WISDOM AND COURAGE. ART THOU PREPARED?"

LINK ENTERED THE GREAT DEKU TREE AND BROKE THE CURSE.

"WELL DONE, LINK! I KNEW THAT YE WERE WORTHY OF CARRYING OUT MY WISHES. A WICKED MAN OF THE DESERT CAST THIS DREADFUL CURSE ON ME. EMPLOYING HIS VILE, SORCEROUS ENERGIES, THE EVIL ONE IS SEARCHING FOR THE SACRED REALM CONNECTED TO HYRULE. FOR IT IS THERE THAT ONE WILL FIND THE DIVINE RELIC, THE TRIFORCE, THAT CONTAINS THE ESSENCE OF THE GODS. WHOEVER HOLDS THE TRIFORCE CAN MAKE THEIR WISHES COME TRUE. THOU MUST NEVER ALLOW THE DESERT MAN TO LAY HIS HANDS ON THE SACRED TRIFORCE. THOU MUST NEVER SUFFER THAT MAN TO ENTER THE SACRED REALM OF LEGEND. LINK, GO NOW TO HYRULE CASTLE. THERE, YE WILL SURELY MEET THE PRINCESS OF DESTINY. PRESENT THIS STONE TO THE PRINCESS. I HAVE FORESEEN THAT SHE WILL UNDERSTAND EVERYTHING."

THE GREAT DEKU TREE GAVE LINK THE SPIRITUAL STONE OF THE FOREST. BEFORE DYING, THE DEKU TREE'S LAST WORDS WERE, "THE FUTURE DEPENDS UPON THEE, LINK. THOU ART COURAGEOUS."

Vimm's Lair

HYRULE

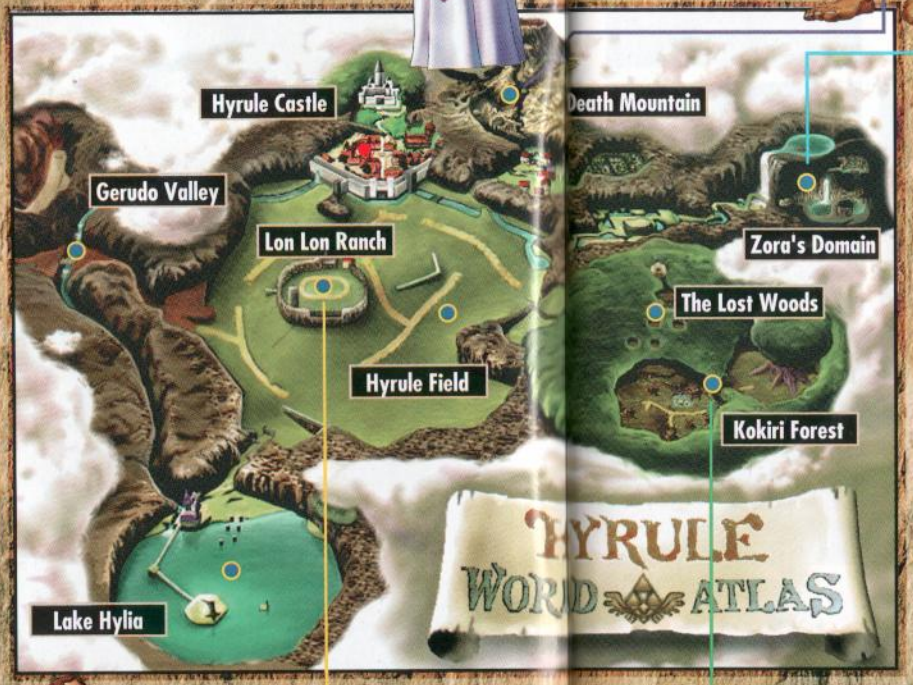
Hyrule is a land rich in beauty. In addition to the Hylians, many diverse groups of people dwell in this country.

Princess Zelda
The King's daughter. Hyrule's princess. She is counting on Link to save Hyrule.

Darunia
Head of the Goron people, Darunia is well-known and well-liked.

Goron People
These people live in Death Mountain, an active volcano in the northern part of Hyrule. Their source of food is the minerals they dig out of the volcano.

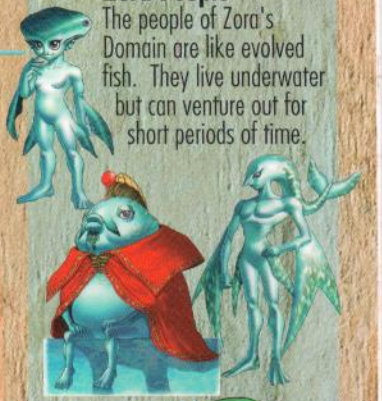
Ganondorf
This sinister man comes from the desert in the western part of Hyrule. Ganondorf desires the Triforce.



Princess Ruto
Zora's princess, Ruto is very much a tomboy.

King Zora
King of the Zora and Princess Ruto's father.

Zora People
The people of Zora's Domain are like evolved fish. They live underwater but can venture out for short periods of time.



Link
Link lives in Kokiri Forest. Unlike the other Kokiri, Link does not have a guardian fairy to call his own.

Saria
Saria is Link's lifelong friend.

Talon
Malon
Ingo

These three all work on Lon Lon Ranch, the only ranch in Hyrule.

Kokiri People

These childlike people live in Kokiri Forest. Each Kokiri has a guardian fairy. They cannot leave the forest or their lives will come to an en

Correctly insert the Legend of Zelda: Ocarina of Time Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the Title screen appears, press START to access the File Select screen. Use the Control Stick to select from one of three save files. Press the A Button to advance to the Name Registration screen.

Title Screen

What is a File?
Your game progress is stored in a file. This includes items you've acquired, number of hearts you've collected and dungeons you've cleared. If you quit while playing, you will be able to continue where you left off (see page 34 for more information).

File Select Screen

Name Registration

Names cannot exceed eight characters. Use the Control Stick to select a letter and press the A Button to confirm. Press the B Button to delete a letter. When you have finished, press START to move the cursor to END. Press the A Button to finalize your name.

Name Registration Screen

Copying and Deleting Files

On the File Select screen, select COPY, move the cursor to the file you wish to copy and press the A Button. Select the file to which you want to copy and press the A Button again (you cannot copy a blank file). Deleting a file works the same way. Remember, once a file is deleted, it cannot be recovered.

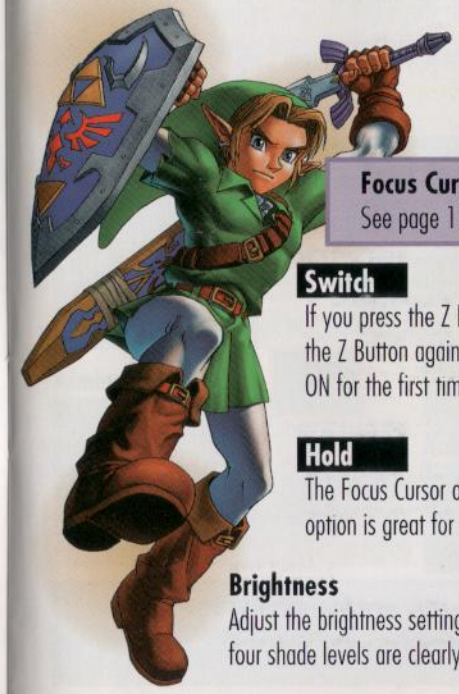
Options

Options Screen

Sound
Select from four different sound modes: STEREO, MONO, HEADSET, and SURROUND.

Headset
This allows you to enjoy the game with realistic sound.

Surround
This mode creates a pseudo 3D environment. To get the full effect, make sure you sit directly between the speakers when playing.



Z Targeting
Select SWITCH or HOLD mode for the Z Targeting system.

Focus Cursor
See page 11.

Switch
If you press the Z Button once, the Focus Cursor appears. Press the Z Button again and it disappears. When you turn the game ON for the first time, SWITCH is the default setting.

Hold
The Focus Cursor only appears when holding the Z Button. This option is great for advanced players.

Brightness
Adjust the brightness setting to see the game better. Make sure four shade levels are clearly distinguished on the screen.

Navi is Link's guardian fairy. Navi helps and supports Link during his adventure. She gives helpful hints such as enemy weaknesses. If Navi calls you during the game, press the C△ Button to see what she has to say.

△ Navi

When Link gets close to an enemy or object that Navi can help with, she flies in that direction. That enemy or object has a triangle mark next to it. If you press the Z Button, Link looks in Navi's direction, and the enemy or object is surrounded by the Focus Cursor. This is called Z Targeting. When you use Z Targeting, the Navi icon appears in the top right corner of the screen. Press the C△ Button to read Navi's advice.

When using Z Targeting on people or signs, the Navi icon does not flash. Instead, the SPEAK or CHECK commands appear.

Press the Z Button when looking at an enemy or object to target.

When Z Targeting is activated, a black band appears at the top and bottom of the screen.

Press the C△ Button when the Navi icon flashes.

When using Z Targeting and the Navi icon flashes, press the C△ Button to read Navi's advice.

NOTE: The Navi icon occasionally flashes even when you're not using Z Targeting. When it flashes, be sure to press the C△ Button.

Using Z Targeting

Z Targeting will not only help you with Navi's advice, but it can also help your adventure go more smoothly.

Changing the Camera Angles

During the game, if you press the Z Button, the viewpoint centers behind Link. It also slowly centers behind Link if you don't press any buttons or move the Control Stick (see page 13).

Talking to Faraway People

To talk to people who are far away, use Z Targeting. If the person is surrounded by a cursor, press the A Button to talk.

Aiming

When using a shooting device, use Z Targeting to accurately target an enemy.

Triangle Marks

When using Z Targeting, a triangle mark may appear next to an enemy or object. Pay close attention to the color of the triangle mark (Navi's color changes to match the triangle mark). Each color has a different meaning.

Yellow

Navi knows the enemy's weakness.

Green

A hint is available.

Light Blue

A person or sign. Press the A Button.

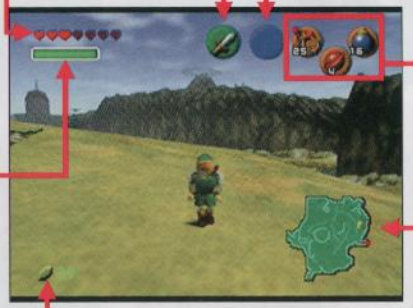
NOTE: It's important to use Z Targeting when battling enemies (see page 20).

Game Play Screen

Life Energy
The heart is Link's life. Link begins the game with three hearts. As the game progresses, the number of hearts increase. When Link takes damage, the number of hearts decrease.

B Button Icon
This icon shows what actions you can execute with the B Button. Most of the time, the icon shows a sword.

Action Icon
All the actions that Link can perform when you press the A Button appear here. If he stands next to a person, the SPEAK command will appear. If he stands next to a door, the OPEN command will appear (see page 16).



C Icons
These represent the current items selected for the C Buttons (page 20).

Magic Meter
This represents Link's remaining magic power. This only appears when he has obtained magic.

Map
Link's current location appears here. The yellow arrow represents the direction Link is currently facing. The red arrow represents the area Link came from. Press the L Button to turn the map ON or OFF.

Rupee
The number of Rupees (Hyrulian currency) in your inventory.

Game Play Screen

When you press the C ▲ Button during the game, the viewpoint changes to Link's view (first-person perspective). While in this viewpoint, you cannot use an item, move or use Z Targeting. You can, however, look around with the Control Stick. This is very helpful when you're in a dungeon and you need to see the terrain around you.

Link's View ▲

Top View

Subscreen (while paused)

Press START during the game, and the Subscreen appears. This is broken into four different Subscreens (as shown below). Press the Z or R Button to cycle through each screen. Press START on the Subscreen to return to the game. Press the B Button on the Subscreen to save your game (see page 33).

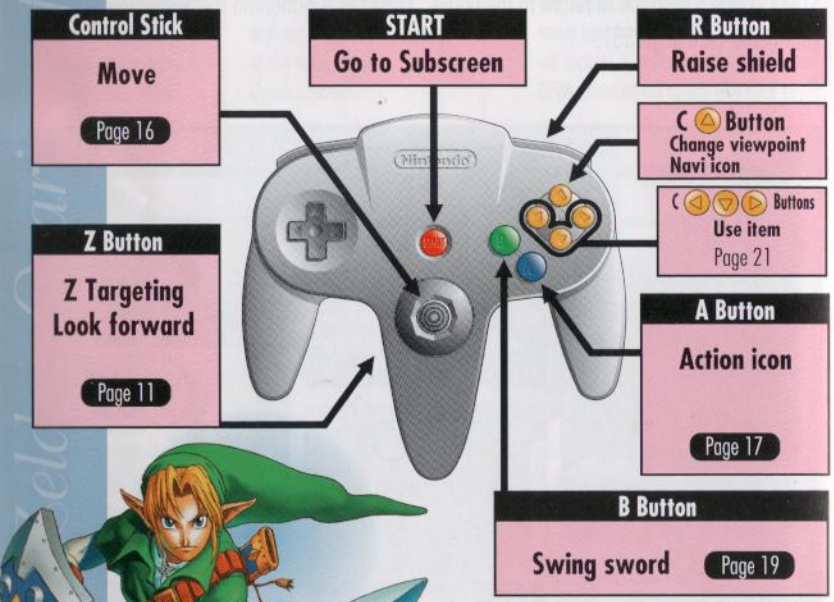
NOTE: Please see the corresponding page for more information about each screen.

NOTE: To advance to the next screen, you can also place the cursor on the Z or R icons and move the Control Stick ◀ or ▶.

Vimm's Lair

Link's Basic Actions

The quickest way to finish the game is to effectively control Link in every situation. Try practicing maneuvers at the beginning of the game, in Kokiri Forest.



When you can't perform certain actions...

There are some cases where the game will only allow certain actions. The icons for actions that Link cannot perform are black and white or not displayed.

Control Stick

Use this mainly to move Link.

Walk/Run

Move the Control Stick in the direction you want Link to go.

Link walks or runs depending on how far you move the Control Stick. If you're in a dangerous area, move the Control Stick slightly so that Link walks slowly. Hold the Z Button while walking to walk while facing forward.

Jump

To jump gaps or climb uneven ground, move the Control Stick in that direction and Link will automatically jump (or climb). Link may not be able to jump or climb if the distance is too great.

Swim

Move the Control Stick in the direction you want to swim.

Dive

Hold the A Button while you are at the water's surface.

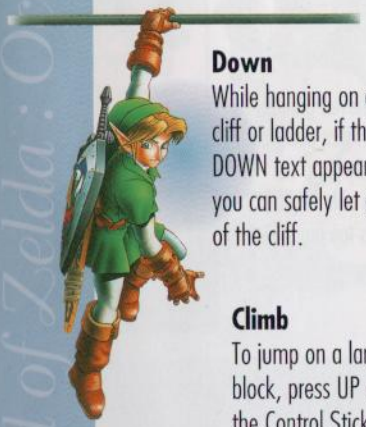
Diving Depth

As your adventure progresses, you will be able to dive to deeper depths.

A Button

About the Action Icons

The A Button represents the Action icon, which allows you to perform many actions. The text appearing on the icon tells you what action Link can execute. The text changes depending on where Link is standing. If the icon shows no text, try calling Navi for help.



Down
While hanging on a cliff or ladder, if the DOWN text appears, you can safely let go of the cliff.

Climbing Up and Down
Move the Control Stick towards the ladder to climb up. If DOWN appears, you can safely jump down from the ladder.

Climb
To jump on a large block, press UP on the Control Stick and press the A Button.

Grab ➡ Push/Pull

Press the A Button to grab, push or pull an object. Once that has happened, use the Control Stick to maneuver the object.

Grab ➡ Throw/Drop
Grab the object by pressing the A Button. To throw the object, press the A Button. To throw a bomb, use the Control Stick to run and then press the A Button. To drop a bomb, simply press the A Button.

Open
Stand in front of the door or chest and press the A Button when the OPEN text appears.

Other Actions

Speak
Stand near a person and talk when the SPEAK text appears.
To talk to people who are far away, use Z Targeting. Make sure to read everything a person has to say.

Check
Use CHECK when standing near a sign or something important.

NOTE: Other actions will appear during the game. Make sure to check the Action icon.

Vinny's Lair

B BUTTON

You can swing the sword in many ways.

Swing Vertically

Swing Horizontally

Z + B

B or Z + ◆ ◆ + B

Press the B Button three times just right to make your third swing much wider.

Z + ◆ + B

Stab

If you do a spin swing, magic is consumed. The power of the swing is indicated by the color of the flame surrounding the sword.

Weak

Strong

Spin Swing

Hold the B Button and release.

The power of the swing depends on how long you hold the B Button.

◆ + B

This is a weak power swing.

Other Actions

Back Flip

Jump Attack

While holding the sword, press Z + A. Offensive power will double.

Z + A

Side Jumping

Z + ◆ ◆ + A

Z + ◆ + A

Back Flip

Back flips and side jumping are effective dodging maneuvers.

Raising Your Shield

Press the R R Button to raise your shield. When it is raised, move it with the Control Stick.

Roll Attack

◆ + A

Press the A Button while running to do a roll attack. You can even do this when you are not holding a sword. The roll attack can help you avoid taking damage.

Lock on to an enemy with Z Targeting to gain an advantage.

1. You won't lose sight of your enemy.
2. You can keep your enemy at a safe distance or close in on him.
3. Attacks are executed more accurately.

As you guide Link through his adventure, you will find various items.
To use an item, you need to assign it to one of the C Buttons.

Select Item Subscreen

Here are a few items you can assign to the C Buttons.

Magic Arrow

You cannot use this when the Magic Meter is empty.

Magic

You will be able to use three kinds of magic. You cannot use magic if the Magic Meter is empty.

Bottle

This is the number of bottles in your inventory.

Event Items

These are items you obtain through events. You may exchange some items during the course of your adventure.
The items on this screen change as your game progresses (see page 26).

Setting the C Items

Press START during the game to access the Subscreen. Press the Z or R Button to access the Select Items Subscreen. Use the Control Stick to place the cursor on the item you want to use and press the C ◀ ▼ ▶ Buttons. The item is now assigned.

In this game, you will watch Link grow from child to adult (see page 34). There are items in the game that Link can only use in childhood or adulthood. Items you cannot use are black and white.

Place the cursor on the desired item.

Assign it to one of the three C Buttons.

The selected item appears in the top right corner of the screen.

Introducing the C Items

Some items, those with numbers located next to them, have limited uses. When you carry the maximum number of items, the number turns green. With some items, you can increase the maximum number.

Deku Stick (Child Link)

The Deku Stick works like a sword, but is much weaker. They break very easily. Deku Sticks can also work as torches. Find them after defeating enemies or purchase them in stores.

Fairy Slingshot (Child Link)

Use the Slingshot to shoot enemies or objects that are far away. Hold the C Button and Link's hands zooms in. Aim with the Control Stick and release the C Button to shoot. If you use Z Targeting before shooting, your accuracy will increase greatly. If you just hold the C Button, you can aim the Slingshot without shooting it. Collect Deku Seeds to refill your ammunition.

Picture 1

Picture 2

Boomerang (Child Link)

If you throw it, it comes back! The Boomerang can stun or defeat enemies. Use Z Targeting to improve your accuracy. Some enemies can only be defeated with the Boomerang.

Vimm's Lair

Deku Nut

Throw a Deku Nut on the ground and a bright light flashes, temporarily stunning enemies (the Deku nut cannot stun all enemies). Deku Nuts can be found practically everywhere.

Ocarina of Time

Play the Ocarina at certain times and special things may happen. With the Ocarina, you can also warp to other places (see page 30).

Fairy Ocarina

This has the same effect as the Ocarina of Time, but disappears once you receive it.

Lens of Truth

See which walls are real and which are fake with the Lens of Truth. Using this item consumes magic.

Bomb

Damage enemies or blow up walls with the Bomb. Be careful not to get too close to the blast or you may get hurt. Bombs explode approximately four seconds after you pick them up (see page 18).

Bombchu

Pick up a Bombchu and set it at your feet. It will start running by itself. If it hits an object, or runs for a while without hitting anything, it will explode. Once it starts running, you have no control over it.

Magic Bean

Place Magic Beans at certain locations and they eventually sprout. Z Targeting comes in handy when trying to decide where to plant a Magic Bean.

Fairy Bow (Adult Link)

Shoot enemies or switches with the Fairy Bow. It works the same as the Fairy Slingshot. As your adventure progresses, you will find three magic arrows each with different effects.

Fire Arrow — 2 MP

Ice Arrow — 2 MP

Light Arrow — 4 MP

MP Consumption

Using magic, and some items, consumes Magic Points. Spin swings also use up Magic Points. Watch your Magic Meter!

Hookshot (Adult Link)

There is a hook at the end of an expandable chain that can grab onto certain objects. This is helpful when trying to get to hard-to-reach places. A red dot marks the distance you can travel. The Hookshot can also be used as a weapon (even underwater). When using, if you see a red dot, your target is in range. As the adventure progresses, you can extend the length of your chain.

Megaton Hammer (Adult Link)

Move big blocks or activate a rusted switch with the Hammer. You can also use it as a weapon.

Vimm's Lair

Somewhere in Hyrule are three Great Fairy Fountains. Here, you can learn three different magic spells. When you meet a Great Fairy, the Magic Meter shows the remaining number of Magic in the top left corner of the screen. You need the correct amount of Magic Points to use magic.

Din's Fire **6 MP**

Fire wraps around Link's body, profecting him from harm. This is very helpful when surrounded by a large number of enemies.

Farore's Wind **6 MP**

Farore's Wind surrounds Link's body with a green light, and the spot where you first use it will be set as a warp point. If you use the magic again at a different location, you will be able to warp back to the original warp point. Select "Dispel the Warp Point" to set a new warp point location.

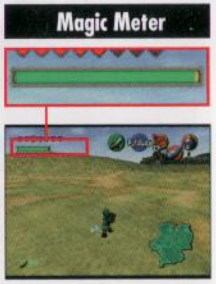
Nayru's Love **12 MP**

A blue light surrounds Link, protecting him from enemy harm. It wears off after a short time.

Magic Power Recovery

To refill your Magic Meter, find Magic Jars by defeating enemies, or looking under pots and bushes. You may also consume the green medicine that you buy in shops. There are two types of Magic Jars: large and small. Large jars refill your Magic Meter completely. It is rumored that there is a place somewhere in Hyrule where you double the size of your Magic Meter.

Magic Jar



Empty Bottle

Bottles can carry medicine, milk or other important things. You can use them whenever you need to. Your inventory cannot exceed four bottles, and you cannot buy them anywhere. Look everywhere and talk to everyone to find them. They are very useful.

Potion

Life and magic are be restored by taking potions. You can buy potions at the shops, but you must have an empty bottle.

Green

Completely refills Magic Meter

Red

Completely refills Life Energy

Blue

Completely refills Life and Magic

Event Items

Items that appear in the bottom right corner of the Select Items Subscreen are Event Items. Use them at certain places or show them to certain people during your adventure. Event Items can be set with the C Buttons.

Mask

The Mask is one of the Event Items. Borrow a Mask from the Happy Mask Shop in Hyrule Castle Town Market. Sell it to someone who needs it and you will be able to get a different Mask. Keep doing this during your adventure, and you may end up with something nice!

Vimm's Lair

How to Equip

This screen shows all the items that you can equip. Point to the desired item with the Control Stick and press the A Button to select it. Items that you cannot select are shown in black and white.

Link's Current Equipment

Items obtained here are equipped automatically. These items may upgrade in size as the adventure progresses.

Sword
Shield
Clothes
Boots

Deku Seed Bag

This bag contains Deku Seeds, the ammunition for your Slingshot.

Quiver

Arrows are stored in your Quiver.

Bomb Bag

The bomb bag holds your Bombs.

Goron's Bracelet

This bracelet allows you to grab and throw the Bomb Flowers of Death Mountain.

Silver Scale

The scale allows you to dive deeper underwater.

You can only use green equipment when Link is a child and blue and red equipment when Link is an adult.

Swords

Swords appear in order of strength from left to right.

Kokiri Sword

Link must find the Kokiri Sword.

Master Sword

This legendary sword resides in the Temple of Time.

Giant's Knife

This large sword is too heavy to hold with one hand.

Shields

The shield protects Link from enemy attack. Shields appear in order of defensive power from left to right.

Deku Shield

This simple shield is made of wood and not very durable.

Hylian Shield

Hylian soldiers use this shield. It's very strong.

Mirror Shield

The Mirror Shield deflects special attacks.

Clothes

Goron and Zora Tunics may be purchased in shops, but they are very expensive.

Kokiri Tunic

Link begins the game wearing this.

Goron Tunic

Intense heat is not a problem if Link wears this.

Zora Tunic

Stay underwater for long periods of time.

Boots

In some dungeons, Link may need to change boots many times. The Iron and Hover Boots are hidden in treasure chests.

Kokiri Boots

This is Link's standard choice of footwear.

Iron Boots

Use the Iron Boots to walk on the bottom of Lake Hylia.

Hover Boots

Walk over water with the Hover Boots.

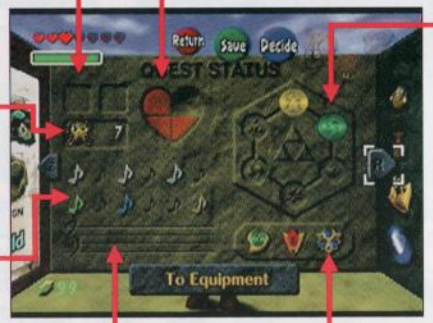
Vimm's Lair

Quest Status

This screen shows items that you have collected, and the ocarina melodies you have learned as well.

Special Item
Useful items that you have collected appear here.

Heart Pieces
This represents the number of heart pieces you have collected so far. For every four heart pieces you collect, your Life Energy increases by one.



Sage's Medallions
Help the six Sages to obtain the Medallions. Collect all of the Medallions to fight the final enemy.

Golden Skulltula
The number of Golden Skulltulas appear here (see page 36).

Ocarina Melody
Melodies that you have memorized appear here in note form.

Sacred Stones
When you find these stones and the Ocarina of Time, you can open the door to the Sacred Realm.

Musical Score
The selected melody's musical score is layed out here.

About Heart Pieces

At the beginning, your Life Energy will have only three hearts. Life Energy gradually increases as you collect heart containers. You collect heart containers by defeating the dungeon bosses. You will also find heart pieces scattered throughout Hyrule. For every four heart pieces found, your Life Energy will increase by one. Life Energy will not exceed 20 hearts.

Heart Piece

Heart Container

Fill up your Life Energy by collecting Heart Pieces.

Effects of the Ocarina

Certain things happen when you play the Ocarina melodies. Use the C Button icons to set the Ocarina. Play the Ocarina by pressing the C◁ ▽ △ ▷ Buttons and the A Button.

Effect #1
If you play the right music at the right place or in front of the right people, various things will happen (i.e.: the person might give you a hint or a door might open).

Effect #2
Playing certain tunes can warp you to different places.

How to Remember a Melody

There are 12 melodies that you will learn from various people. When you learn a new melody, the music score appears on the screen. If you press the corresponding buttons, then the melody is recorded. The melody always appears on the Quest Status Subscreen.

How To Play

Press these five buttons to play the Ocarina.

To play the Ocarina, first make sure it is set to one of the C Button icons. When Link is holding the Ocarina, press the A and C◁ ▽ △ ▷ Buttons to play. To stop, press the B Button.

MAP SUBSCREEN

There are two types of map screens: dungeon and field map screens.

Viewing the Field Map Screen

At the beginning, the entire Map screen is blank. The map gradually appears as you visit places in the game.

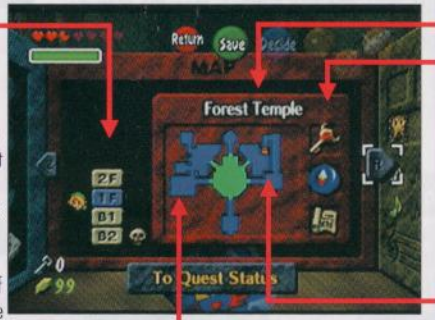
Link's Current Location
Your current location appears here.

Area Name
The cursor points to the name of the area. If something on the Map screen is blinking, then Link should visit that place next.

Viewing the Dungeon Map Screen

While inside the dungeon, if you access the Map screen, you can view a map that gradually draws in as you explore. Dungeons are very complex, so check your map often.

Dungeon Levels
Dungeon level numbers appear on the left side of the screen. When you select the desired level with the cursor, the layout of that level appears on the right side of the screen. The Link icon indicates the level you are currently on. The Skull icon indicates the location of the boss (you must have the compass for this icon to appear).



Dungeon Name

Boss's Key

Compass

Dungeon Map
Maps you obtain appear here.

Square Mark
Treasure chests are represented by a square mark. If the square mark is red, then the treasure chest has never been opened.

Room Colors
Blue - Rooms that you have already visited.
Blinking - Your current location.
No color - Rooms you have yet to visit.

Skull Mark
Skull marks indicate the location of the dungeon boss.

What is a Dungeon?

If you want to restore peace to Hyrule, you need to journey into the dungeons. Each dungeon has its own boss. Defeat each dungeon boss to complete the dungeon.

Treasure Chests/Dungeon Items

Treasure chests come in various sizes. Big chests hide important items such as maps and compasses.

Dungeon Map
A dungeon map shows all the rooms in a dungeon, including your current location. Until you get the map, you can only see rooms that you've been in.

Compass
The compass shows you the location of all treasure chests. It also shows you the location of the dungeon boss (indicated by a skull mark).

Boss Key
You need this key to open the door to the boss's room.

Small Keys and Doors

Use small keys to open locked doors. The number of small keys in your inventory appears on the game screen. Once you use a small key, it will disappear. You can only use small keys in the dungeon sections where you find them. There are also one-way doors that only open when you solve the mystery in that room.

Small keys do not appear in the dungeons that you visit at the beginning of the game.

Number of Small Keys

Link's Current Location
The yellow arrow mark shows your current location and the direction you are heading. The red mark represents the door you came through. Press the L Button to turn the map ON or OFF.

Vimp's Lair

SAVING WHEN YOUR GAME IS OVER

Game Over

When you take damage, the Life Energy in the upper left corner of the screen decreases. When you run out of hearts, your game is over. When that happens, the following screen appears. Use the Control Stick to select the desired option and press the A Button to confirm.

Would You Like to Save? Yes/No

When your game is over, you have the option to save your progress. Select YES to save or NO to quit and return to the Title screen.

Would You Like to Continue? Yes/No

If you select YES, you will start at the beginning of the current dungeon. Select NO and you will return to the Title screen. Listed below are the places you will continue if your game ends.

If your game ends . . .	Your game will continue . . .
in the field (Child Link)	at Link's house
outside a dungeon (Adult Link)	at the Temple of Time
in a dungeon	at the dungeon entrance

When you continue, you only have three hearts full in your Life Energy.

Quitting During Gameplay

If you want to quit during your adventure, make sure to save your progress first. Turn the power OFF when you are done.

If you save and quit during your adventure, the game saves the number of hearts in your Life Energy.

*Do NOT turn the power OFF while saving. This may cause saved data to disappear.

TIPS FOR YOUR ADVENTURE

This section provides you with some helpful hints for your adventure. It is the hope of all people of Hyrule that your wisdom and courage will bring peace back to Hyrule.

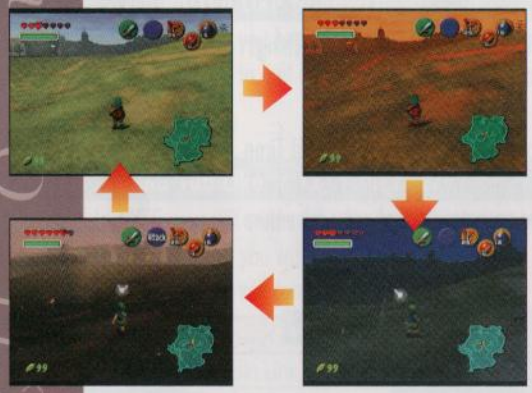
While you are playing the game, you discover that Link has aged seven years since his adventure began. During that seven-year span, the atmosphere of Hyrule has changed dramatically. Things Link does in his childhood affect him as an adult.

In the village of Hyrule, if you do something at the Temple of Time, you will be able to travel between these two time periods. This time travel is necessary for you to progress through your adventure.

Make sure to visit the people you met as a child. You never know what has happened to them in seven years.

The Passage of Time in Hyrule

Time passes in Hyrule. Day turns regularly to night. There are enemies who only appear at night, many stores that are closed at night and people who only appear during the day. Make sure to visit places during the day and night.



Time stands still in Kakariko Village and Hyrule Castle Town Market. It is a good idea to travel to other areas in Hyrule, where time passes, before going to these places.

Don't Waste Rupees!

There are many stores in Hyrule. In the stores, many helpful items are available for purchase. Some items are very expensive. If you have enough Rupees, you can buy these expensive items. In some stores, you can obtain these valuable items without paying or in exchange for certain things. Try to think about other ways to obtain items without wasting Rupees.

Some items cost more than the maximum number of Rupees you can collect.

Cutting the Grass

Grass can be cut with the sword (or picked up and thrown). When cutting the grass, you sometimes find Hearts or Rupees. When you find yourself short on items, try cutting the grass. You never know what you'll find.

Make sure to check under rocks and inside vases, too.

Collecting the Golden Skulltula

When you defeat the Gold Skulltulas (spider monsters), they change into Golden Skull Tokens. Collect these Tokens and you can exchange them at certain places for helpful items. The number of Golden Skulltulas you've collected appear on the Quest Status Subscreen.

Golden Skulltula

The more Skull Tokens you collect, the more items you can obtain. If you defeat all of the Golden Skulltulas in a dungeon or area, a mark appears on the corresponding map. If the mark does not appear, then Golden Skulltulas are lurking somewhere nearby. Some Skulltulas cannot be defeated without obtaining a certain item.

Setting the C Items

You will obtain various items during your adventure. More than likely, dungeons hide important items. You should equip dungeon items immediately. Use items that you find not only in dungeons, but in other places around Hyrule. Use the C Buttons to assign these items.

Items that you find in the dungeon are more likely to be effective in that dungeon.

All Enemies Have Weaknesses

Enemies are everywhere in the dungeons, and you can be sure that they will attack Link. Stay calm and keep an eye on your enemies with the Z Button. When you do this, if you press the C Button, Navi tells you each enemy's weakness. Knowing an enemy's weakness is the best way to defeat it. If a sword doesn't work, try using an item in conjunction with the sword.

Find the Fairy Fountains to Regain Hearts

Fairy Fountains are found all over Hyrule, although some of them are hard to find. Visit these fountains to refill your Life Energy. Make sure to look everywhere.

Ride the Horse

Traveling by foot in Hyrule can take a long time. It's a good idea to use a horse. Horses can be found at Lon Lon Ranch. With a horse, you'll be able to cross the Hyrulian plains in no time. Although you can only ride the horse in certain places, it will always be waiting for you if you need to go somewhere.

You must do something special before you can ride the horse, and you can only ride it when Link is an adult. The number of carrots on the screen indicates the number of times you can increase the horse's speed.

Stone of Agony

Get Help With the Stone of Agony!

The Stone of Agony is an item you may find in Hyrule. When you are near treasure chests or hidden items, if you have the Stone of Agony, your controller rumbles (only with the Rumble Pak accessory).

Make sure to look around when you feel the rumble.

Let's Go Fishing!

There's a pond near Lake Hylia where you can go fishing. If you catch a big fish, something good will happen. If you have the Rumble Pak accessory, you will feel a tug on your line.

NOTES

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Rev. B

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Rev. K

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